

EL CONQUISTADOR

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WILLIAM III

WILLIAM AND MARY OF ORANGE

MARY II



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"El Conquistador" is published monthly on the 10th of the month. Subscriptions to "El Conquistador" for North America are \$4.00 per year bulk mail. Player positions in Diplomacy are \$5.00 per position plus the maintenance of a subscription to "El Conquistador". Players' copies are sent air-mail where applicable. (Rates for residents of other nations will be provided on request.)

Press releases are encouraged, however "El Conquistador" reserves the right to edit all press releases and is not required to publish them.

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All mail sent to "El Conquistador" must be addressed c/o Viking Systems, Suite 823, 24 North Wabash Avenue, Chicago, Illinois 60602. Any mail sent to Viking Systems will be opened and forwarded to the proper person.

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HOUSE RULES FOR "EL CONQUISTADOR"

- (1) The 1971 Rulebook of Diplomacy will be used for all games in "El Conquistador".
- (2) Countries will be assigned by player preference whenever possible. The player's first choice will be used. However "El Conquistador" reserves the right to use a random system of selection of countries if needed.
- (3) Unordered units will hold, and if dislodged they may retreat.
- (4) All moves (except for retreats) that are sent to the office of "El Conquistador" are due on the date of the deadline.
- (5) All moves (except for retreats) that are sent to a guest gamesmaster are due three days before the end of the month.
- (6) Retreat orders are due immediately. Whenever two units must retreat, and only one space is available, both units will be removed from the board.
- (7) Failure to submit removal orders will result in the removal of the required number of units by the gamesmaster. The most distant units from the home country will be removed first. Units in supply centers will not be removed.
- (8) All abbreviations used in "El Conquistador" will be spelled as they are in the "El Conquistador" Dictionary of Abbreviations.
- (9) No substitute moves will be permitted unless they have been requested by the gamesmaster in the case of retreats.
- (10) There will be two move seasons (spring and fall) and one adjustment season (winter).
- (11) Any player who misses two consecutive moves will be replaced. If his strength is as great as or greater than it was at the beginning of the game, then a substitute player will be sought. If his strength is less than it was at the beginning of the game, he will be declared in civil disorder.
- (12) The gamesmaster reserves the right to delay the playing of the game if such a delay is in the best interests of the game.
- (13) Substitute players must be current subscribers to "El Conquistador".
- (14) Press releases are encouraged, however "El Conquistador" reserves the right to edit all press releases and is not required to publish them.
- (15) The chief gamesmaster's decisions on movement of pieces on the board will be final. However "El Conquistador" will provide space for any opposing viewpoints.
- (16) "El Conquistador" cannot accept responsibility for the delivery of mail by the US Postal Service.
- (17) If a mistake should be made on its own part, "El Conquistador" will do everything in its power to see that this mistake is corrected.
- (18) All correspondence should be mailed to Viking Systems, Suite 823, 24 North Wabash, Chicago, Illinois 60602, except in the case of guest gamesmasters.
- (19) Fraud of the gamesmaster will result in the removal of the player from the game.

HOW A GAME WILL END IN "EL CONQUISTADOR"

All games in "El Conquistador" will end in one of the following ways:

("CLEAN"?) SINGLE VICTORY: One player with 18 or more supply centers under his control at the end of a fall move.

DRAW (PLAYERS): Each player in the game must write to the gamesmaster and request a draw. If one player disagrees, the game will continue.

DRAW (GAMESMASTER): If there is no change in supply centers in three game years, the game will be declared a draw by the gamesmaster.

"BOARDMAN - EL CON" NUMBERS

"El Conquistador" has developed a new system of numbering its games. From the new number it is possible to determine the Boardman number and the month and year the game was started.

For example, the first game published in "El Conquistador" was number 73 - H - 1. This means that it was the first game started in "El Conquistador" in August 1973. The Boardman number for this game is 1973 FN. This means that it is the 170th game to receive a Boardman number in 1973. Since 1973 (or 73) is repeated in both numbers, the new "El Conquistador" number for this game will be 73 - H - 1 - FN.

73 - H - 1 - FN

Year - Month - Number Per Month - Boardman Number

All games except orphans in "El Conquistador" will carry this type of number once the Boardman number is assigned. All orphans in "El Conquistador" will carry only their Boardman numbers.

CONFLICTING MOVES

If there should occur a move or a sequence of moves which cannot be resolved by the 1971 Rule Book, the Chief Gamesmaster will resolve the conflicting moves using logic, precedent, and the advice of other gamesmasters. The decision of the Chief Gamesmaster will be final, and play will continue. Persons who disagree with the decision of the Chief Gamesmaster will be allowed to present their viewpoints and arguments in the pages of "El Conquistador". Their arguments may establish new precedents for such incidents in the future, but will have no bearing on the game the moves at issue appeared in.

A CHANGE IN "EL CONQUISTADOR" HOUSE RULES

On Page 3 we have printed a new set of house rules. The changes are very minor.

We on the staff of "El Conquistador" would like to see a standard set of house rules put out by the IDA. If "El Conquistador" has a part in putting these rules together, we will subscribe to them.

BACK ISSUES

Back issues of "El Conquistador" (if available) are \$1 per copy. Xerox copies may be obtained for 15¢ a page plus 25¢ handling per order.

EDITORIAL

"El Conquistador" has agreed to fulfill the subscription responsibilities of the International Federation of Wargamers organ "International Wargamer". Each subscriber to the "International Wargamer", which will no longer be published, will receive copies of "El Conquistador" instead on a one-to-one basis. "El Conquistador" will honor all subscriptions to the "International Wargamer".

Please check the back cover of "El Conquistador" to see when your subscription expires. If there is any question or mistake, please let us know right away so we can deal with it promptly. The subscription rate for "El Conquistador" is \$4 per year for North America. (Subscription rates for other nations will be provided on request.)

Let's look at why the "International Wargamer" failed:

(1) All work was done by a small number of volunteer workers who did not have the time needed to keep the magazine going.

(2) After one deadline has been missed, it can be very easy to fall into the habit of getting the magazine out in "just a few more days" until months have passed with no issue.

(3) After a magazine has arrived late for several months (or failed to arrive at all), who would want to subscribe?

(4) If not enough people re-subscribe, there is not enough money.

In short, this is what happened. The IFW went broke when only a few persons re-subscribed for a variety of reasons, mainly those listed above.

"El Conquistador" received NO money from the International Federation of Wargamers. If the IFW owes you any money, write to them, not to us.

"El Conquistador" received from the IFW the right to print anything previously published in the "International Wargamer", plus some unpublished articles and art work. We also received a list of IFW members.

If you are a resident of North America and would like to subscribe to "El Conquistador", which is published regularly every month, send a check or money order for \$4.00 for a one-year subscription to "El Conquistador" in care of Viking Systems, Suite 823, 24 North Wabash, Chicago 60602. Subscription rates for residents of other nations will be provided on request.

NEWS AND COMING EVENTS

"El Conquistador" will be happy to print news and coming events. But if we don't know what your group or organization is doing, we have no way to inform others who may be interested in your activities. Just write to the editor of "El Conquistador" c/o Viking Systems, Suite 823, 24 North Wabash, Chicago, Illinois 60602, and we will publish the news of your organization and its coming events.

INTERNATIONAL DIPLOMACY ASSOCIATION

To join the IDA: Send \$2 for 1974 dues to the International Diplomacy Association, c/o Walter Buchanan, Rural Route 3, Lebanon, Indiana 46052.

MOW NEWS

The Midwest Organized Wargamers have changed their name to the Midwest Gamers Association, and will henceforth be known as MGA instead of MOW.

To join MGA send \$1.50 along with your name and address to MGA Membership Secretary James Pulsipher, 423 North Main, Bellevue, Michigan 49021.

MGA league play is now underway, with the first games being played this week. There are six teams in two sections, east and west, all located in Michigan. More teams are needed from outside Michigan, but still in the Midwest.

For more information about team play, write to MGA League Director Barry Eynon, Apartment B-8, 1700 Gedde, Ann Arbor, Michigan 48104.

OPPONENTS WANTED

(For subscribers to "El Conquistador" only! Copy must be received by the 20th of the month.)

(1) Chicago North Side: Opponents wanted for new games for Gordy's War Room. Call 312-472-7867 or 312-332-2475.

(2) Anyone interested in forming a "Lord of the Rings" wargaming club that will deal with re-creating the "Odyssey of the Ring" and all the actions that were fought because of it, please contact Larry Smith, Apartment 203, 2525 Via Campesina, Palos Verdes Estates, California 90274 (213-375-6796).

BUY OR TRADE

(For subscribers to "El Conquistador" only! Copy must be received by the 20th of the month. No items may be offered for sale.)

Walter Buchanan, c/o "Hoosier Archives", Rural Route 3, Lebanon, Indiana 46052 (312-482-2824), would like to find the following Diplomacy zines to complete his Diplomacy archives: "Aerlion" 1 and 3; "Alfheim Annual Aardvard" 3; "Angbad" 1 through 4; "Asgard Addenda" 7; "Barad-Dur" 1.5 and 40.5; "Bolverk" 1, 3, and 6; "Bulletin" 2; "Calcutta Chronicle" I, 1 and 2; "Circle Trigon" 5; "Corsair" 7 and 15; "Crush" 41; "Flash" 1; "Fredonia" 24 and 25; "Gaming Record" I, II, and III, 1, 3, and 5; "Holzbrucker Diplo" 3; "If" I, 2; "Lebanon Gazette" 8; "Marsovia" 13; "Meskin Memos" 7 to 12; "Minimigot" 1; "Miskatonic U" 1.9 and 1.39; "Nostrilla Notes" 25, 27, and 29; "Palaska" I, 5 and 8; "Rahan" I, 1 and 2; "Ruritania" 8 and 33; "Spald Jr." I, 2; "Stoned" I, 1; "Thulsandra" 24; "Tory Triennial Terrapin/Turtle/Tortoise" 9; "War Bulletin" 2; "Usurper" 1, 46, and 47; and "Wild and Woolly" 4.

WINTER CON II

The Winter Con II will be held January 12th at the Massachusetts Institute of Technology Student Center in Cambridge. For details write to K. Slimak, Massachusetts Institute of Technology, SGS/WC II, 3 Ames Street, Cambridge, Massachusetts 02139.

WALTER BUCHANAN TO PUBLISH "DIPLOMACY WORLD"

Walter Buchanan, Rural Route 3, Lebanon, Indiana 46052, is starting a new zine to replace his "Hoosier Archives", which received the Calhamer Award for the best Diplomacy publication of the year in 1972 and 1973.

The new zine, to be titled "Diplomacy World", will be published bi-monthly and printed offset. The subscription rate for "Diplomacy World" will be \$5.00 per year, with the first issue expected to come off the press by the end of February.

PRICE INCREASE

Because of the huge increase in the size and scope of "El Conquistador", it is necessary to increase the price of the magazine. Subscriptions will henceforth be \$4 per year, and game openings will be \$5 per player plus the purchase of a subscription.

SUBSCRIBE NOW

MAIL EARLY

WILLIAM AND MARY OF ORANGE

OR: HOLLAND TAKES ENGLAND SUPPORTED BY SWEDEN, PRUSSIA AND SPAIN

by Ralph Greenhut

(William and Mary of Orange, with the fleeing of James II from England in 1688, were offered the throne of England as joint sovereigns. They were crowned on April 11th, 1689, ending the Glorious Revolution of 1688. Let us examine some conflicting interpretations of the designs William of Orange had on the English throne, which constitute this topic of "El Conquistador's" continuing probe into characters who have made a considerable impact on history.)

Lucile Pinkham's "William III and the Respectable Revolution" contends that William's expedition to England in 1688 came as the result of plans which had been many years in the making and represented the realization of ambitions which had dominated him from boyhood. Pinkham sees William's cultivation of English refugees and his marriage to Mary as essential ingredients in his plot to take the English throne. To reinforce her position that William was a schemer, Pinkham argues that William had no intention of letting James and the opposition settle their dispute: It provided the pretext he needed to make his move.

William Baxter, writing in "William III", argues that foreign policy considerations and not titles were central to William's thinking. Baxter argues that William was too preoccupied with Louis XIV to have had either time or other resources to pursue any policy of the sort Pinkham maintains. To the argument that his marriage gave him a greater claim to the English throne, Baxter claims that even before it happened he had a better claim to it than the Yorkists. Furthermore, it appears that William derived no tangible benefit from the marriage in the way of either cash or influence over the direction of English foreign policy.

Baxter claims that even though English republican refugees had made overtures to him for several years, "every shred of evidence corroborates the latest of all possible dates" — Spring 1688 — as the time William began to seriously consider a move on England. In 1685 strong English indications of a willingness to pursue an active anti-French policy — the prospect of having an additional ally — would have been more than enough to discourage any notions William might have had of overthrowing James. Yet toward the end of that same year, James re-oriented his policy to one of neutrality; still, that would not have been enough reason to antagonize James by threatening him and risking his going over to Louis.

The involvement with France which Baxter gives as the primary reason for William's not having followed the policies argued by Pinkham was compounded by his having had difficulties obtaining troops, his personal finances, and his clash over finances with the Dutch Deputies for Foreign Affairs (which was not resolved until October 8th, 1688, when William was voted money to prevent an alliance between France and England and to "protect the Protestant religion").

According to Baxter, if Tyrconnel's transformation of Ireland into a French base was not sufficiently threatening, the announcement of James's wife's pregnancy was. Heretofore English policy had not been significantly challenged, for it was assumed that James would soon die — and with him his policy. The threat of a direct heir to James was the straw to break the camel's back; William began to act.

Pinkham insists that William wanted only the English throne. Baxter provides evidence that after militarily securing his position in England, William gave James hope of recovering "something out of the wreckage of defeat". It appears that on December 7th, having reached Hungerford, William offered a truce whereby both his and the royal army would remain between 30 and 40 miles outside London. Had James co-operated and not fled, Baxter feels some kind of agreement could have been reached: James would probably have remained king — though with perhaps severe limitations on his power over foreign and domestic policies.

Baxter gives the impression that William had more than the acquisition of titles on his mind, that he was too concerned with Holland to wade through the muddle and corruption of English politics. For Baxter, William would have been content with a change in English policy; he did not need the throne.

VIVISECTION TABLE OF HISTORY: ROMANTICISM AND SOCIAL RECONSTRUCTION

by Ralph H. Greenhut

(In "The Ordeal of Liberal Humanism", Coates and Whites have argued that: "Romanticism was expressive of a certain illness in European civilization, caused perhaps by...the too-rapid consumption of Enlightenment principles. Its weakness lay in its tendency to make sickness a fashion, and therefore it could never serve as a basis of serious social reconstruction." What follows will address the questions this quote raises.)

Romanticism resulted not from any "too-rapid consumption of Enlightenment principles" but from the Enlightenment's disregard for the emotional dimensions of human existence. Romanticism can best be seen in terms of a reaction to a narrowness in Enlightenment thought, or, in another sense, as a subconscious effort to redress the existential imbalance resulting from Enlightenment culture's rigidly-mechanistic approach to experience and reality. Romanticism came largely as an expression of the incompleteness which individuals alienated from Enlightenment civilization experienced. Its tendencies of thought and its prescriptions for life took two forms: One strain, the "Werther", could never be the basis for an attempt to reconstruct society; the other, the nationalistic, contained so great a possibility for social regeneration as to merit the consideration of serious intellectuals throughout the 19th Century as well as the 20th. The claim, therefore, that Romanticism tended to "make sickness a fashion" is an oversimplification which distorts by misleading overemphasis of the "Werther" strain of the Romantic movement.

The alienation romantics experienced from what they took to be their true nature they interpreted as the product of the Enlightenment's cultivation of a narrowly rationalistic, manipulative, and egoistic range of human capability, together with its suppression, repression, and neglect of the emotional range. Goethe's "Sorrows of Young Werther" underlines the need to recognize the importance of emotions; yet at the same time Goethe provides the insight that if allowed to fully dominate the life of the individual, the emotions will tend to his ultimate destruction.

There is the added realization in "Werther" that anyone completely under the emotion's sway loses contact with the world external to himself, his only real world being the one within. With the possibility of contact with the outside world reduced to the degree to which one is drawn inward, the potential for acting in concert with others toward a socially-constructive end diminishes.

While Goethe warned against developing the emotional life to unhealthy excess, there were the nationalists who argued that the full life — a combination of both reason and passion — could be realized within those cultures which achieved political expression in the form of nation states. Herder (along with Rousseau in "Considerations on the Government of Poland") deplored the 18th Century's Francophile tendency, and argued that a nation must be an organic, living body, animated by its *Volksgeist*, the basis for which was its language. The Herderian insistence on unity countered the Enlightenment's alienating extreme individualism. (It might be mentioned that while the Enlightenment encouraged individualism, it held that "rational" individuals were pretty much alike, differences being minor and ironed out by discussion.)

Herder's stress on unity is amplified by Fichte in "Addresses to the German Nation" in which identification with a "greater personality, the Nation" and being devoured by the "flame of patriotism" were advocated. Hegel, furthermore, maintained that one need merge with the "World Spirit" to overcome the despair of alienation. Herder, Fichte, and Hegel each had a socially-constructive solution for the problem of the alienated individual.

The nationalistic strain of Romanticism is not recognized in the quotation this essay analyzes. Coates and Whites, it appears, identified Romanticism strictly in terms of those very-unstable individuals who did not heed Goethe's warning and who in fact made sickness a fashion. Romanticism embraces nationalism both as a collection of ideas and as a movement. It would be best to recognize this fact.

by Rod Walker

Until recently writers have been giving Yekaterina II ("Catherine the Great") more credit for being part of the Enlightenment than she really was. Modern critical re-evaluation of Yekaterina has yielded a substantially more-cynical view of her life and work. Hence your comments on Page 5 of "El Conquistador", Volume 1, Number 4. I am not entirely convinced that the newer view is without faults of its own.

Human personalities are extremely complex. Explaining Yekaterina as an ardent reformer and disciple of Voltaire was too simplistic. Explaining her as a cunning hypocrite does not really sound the "truth bell", either. It is true that her "Memoirs", and even more so some of her letters, reveal that she was plotting to seize supreme power long before the death of Empress Yelizaveta. True also, a detailed reading of the "Ulozhenya" reveals Yekaterina as something less than a populist. But in many ways she may be regarded as a genuine child of the Enlightenment; her less-redeeming features may be only a result of the peculiar environment in which the ideas of the philosophes had to be transplanted.

Having been married to the man, who would realize more than Yekaterina that Pyotr III was hopelessly incompetent? Like her, he was transplanted from a Germanic environment, but unlike her he failed to take proper root. Yekaterina developed a genuine affection for her adopted country — or, if not, certainly a genuine understanding of it, which Pyotr never did. Who can blame her for what she did?

Central to the Russian political system was the autocrat. She never forgot that she held that position, and perhaps there was no alternative to the Tsar-Autocrat in those days. Russia had hardly developed a true national consciousness in the pre-Napoleonic period, and under such conditions truly democratic ideas would fall on barren soil.

Assume, for the moment, that Yekaterina genuinely believed in the Enlightenment. But she is a realist and understands the limited capacity of Russia to absorb French ideas. Further, she as Autocrat is obligated by tradition, and by the political situation around her, to maintain her position. Could she have done other than she did do? Surely she at least tried to inspire idealism and greater political participation — and she above all nurtured the growth of national consciousness in her Empire.

I submit that Yekaterina II was perhaps only a parlor pink, and a largely ineffectual one at that. But under the circumstances of her reign, she did much which cannot be explained by cynicism. She had no need to call a constitutional convention, or write the "Ulozhenya" as she did. There was no requirement for her anonymous writings on political liberalism. With the army behind her, why cultivate the likes of Voltaire? I grant that she achieved very little solid progress and was regressive in some ways. But like all of us she was very much the victim of her times, and we can only be amazed that she rose as far above them as she did.

GUEST GAMESMASTERS

One rule of army and naval operations is: Never spread yourself too thin. Sadly, this rule has not been followed by some of the publishers of Diplomacy games, as they have started more games than they could competently handle. To forestall this tendency of overloading the flagship, "El Conquistador" has developed the concept of guest gamesmasters.

If our staff members find themselves pressed for time and unable to devote their full attention to a game, we will invite a reputable player with a full knowledge and appreciation of Diplomacy to gamesmaster a particular game. This innovation now allows the staff of "El Conquistador" to handle a full quota of games and ensures greater enjoyment and participation for our readers.

If you would like to be a guest gamesmaster, just write and let us know about you.

THE SUBTLE JOYS OF BEING SMALL
OR: UP AGAINST A SHARK, WHAT CAN A HERRING DO?

by Rod Walker

I note that "El Conquistador" has a rule against replacing defaulting players who have 1 or 2 units (or 3, in the case of Russia). I do not believe that such positions should be abandoned so lightly. While other considerations, including administrative, undoubtedly enter into "El Conquistador's" position, I am reasonably sure that a prime reason is the prejudice against small replacement positions (often called "hopeless"). The editors may have this prejudice, or believe their readers have it, or both. I don't mean to suggest that "El Conquistador" should change its policy — every zine should do its own thing. However, I do want to address myself to the prejudice involved.

Sure there are "hopeless" positions. I've seen positions with 10 and more units which were hopeless. But even a 1-unit position which can't possibly survive may influence the course of the game. A GM who fails to fill the position may alter the outcome — even determine the winner. But if he announces his intention not to replace such positions in advance, he cannot be blamed for the fact that the "break" comes out for X and against Y.

But many 1-unit and 2-unit positions are NOT hopeless. Let me cite an example. I took over a really "hopeless" Austria once. I had an army in Bohemia, and my only supply center (Vienna) had a Turkish army in it. A Russo-Turkish alliance was creaming everything in sight. Hopeless? You wouldn't take it on a bet, would you? At the end of the game (which Russia won, by the way) my Austria was the second-largest power on the board. So even really-wretched positions can be played.

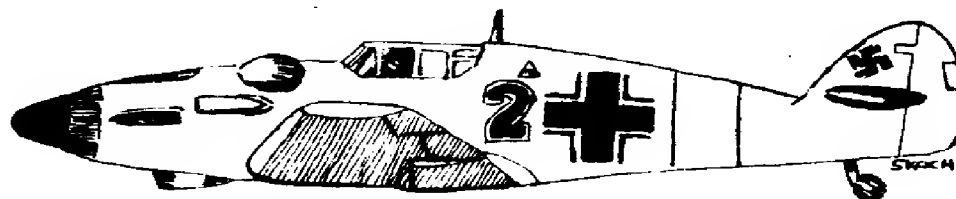
To cite another example, I have seen a 2-unit Italy go on to win the game. Now of course the breaks have to be with you in order to do that, but in a screwy game like Diplomacy, they sometimes are.

I personally enjoy small replacement positions (and from mid-game on, anything from 5 or 6 units on down is small), and even prefer them to the larger ones. For one thing, you have little or nothing to lose when you start out, so you can try all sorts of experiments and generally do whatever you please with the situation. You can have a lot more fun here than if you are all caught up in the worry over winning or some such nonsense.

There is a pernicious philosophy around that equates "doing well" with number of units. Ultimately they will tell you that while winning isn't everything, losing isn't anything. Wrong! You can have even more fun losing than winning, sometimes. Why not? Cook up fantastic plots and counter-plots and try to change the course of the game. Take chances you wouldn't ordinarily take. Commit a spectacular suicide. Write reams of press releases. Negotiate like hell. Have fun.

Isn't that what this game is ultimately all about? There are people who can only have fun when they're winning and/or have lots of units, but I personally think they need to see a shrink. As for me, give me just a unit or two. I may go down in flames, but watch my smoke!

(Editor's note: "El Conquistador" feels that Rod Walker has made a good point. So if you'd like to submit a 1-unit or 2-unit position, please let us know. A substitute must still be a subscriber to "El Conquistador".)



THE WONDERFUL WORLD OF RATINGS

by Len Lakofka

The major magazines of the Diplomacy press ("Hoosier Archives", "Costaguana", "Liaisons Dangereuses", "Arena", "Impassable", "Pelucidar", and "Rigot") and many with a small circulation carry articles, print-outs, and/or ballots concerning "ratings". Ratings and related topics consume 20% or more of the feature pages of these zines, and therefore a short discussion of what they show seems relevant.

Currently there are seven systems that calculate print-outs via objective/subjective formulae, an eighth system in the works, and two polls that determine reader/gamesmaster opinions about those playing Diplomacy. Following is a brief explanation of each system and what it shows.

(1) Calhamer Point Count: Curator Walt Buchanan in "Hoosier Archives", last print-out October 1973. One point is given for a win, and that point is divided by the number of players in the case of a draw. Those who survive or are eliminated gain or lose nothing. This is a "hall of fame" listing. It reports lifetime wins and draws.

(2) Corrected Calhamer Point Count: Curator Allan Calhamer in "Hoosier Archives", last print-out Summer 1973. A correction factor is applied to the CPC system above to show how the player performed relative to his country's performance in all other games. Thus the read-out is weighted to favor countries that win less often.

(3) Organisation de Diplomatie (ODD): Curator Doug Beyerlein in "Washington Reports", last print-out Summer 1973. In ODD the prior score of all of your opponents is taken into account when the game is over. Players who win or draw are eligible to gain. Those who lose or survive MAY lose points to the winner or drawers. If the point values are widely spaced and the higher-ranked player wins, his gain is small or non-existent. If a lower-ranked player wins, the gain is substantial. Whatever score is added to the winner's for beating a particular player is subtracted from that player's prior total. Or, the winner gets (from each player he beats) 50 plus or minus 10% of the difference between scores. The problem with ODD is that the calculation is based on the scores at the time the game ends, and not on the initial scores of the 7 players. Therefore putting equally-rated players in one game is fallacious.

(4) Rogue's Gallery: Curator Len Lakofka in "Liaisons Dangereuses", last print-out October 1973 in "Hoosier Archives". RG rates wins, draws, survivals, and eliminations as a function of supply centers owned. The winner formula is: 150 plus (5 times the number of centers owned). Survivors gain: (the number of centers owned divided by 34) multiplied by (340 minus the winner's points). Eliminations are a function of how many players were eliminated, from -50 to -19. When a country is played by more than one player, that player is considered to have played in the following fraction of the game: years played by player divided by years country played. RG no longer gives points (or takes them away) for "suicide substitutions", being dropped, or being the last player to play a country. RG is considering using a "national performance coefficient" such that a winner's points will be a function of past game performances with the country in question. RG read-outs are for country performance (latest update follows), player performance as an average (total points over "corrected" games), and total points.

(5) SAFA: Curator Dave Staples in monthly "Rigot", last read-out November 1973. SAFA awards points for country performance, coming from behind * as a substitute, what PLACE you finish in, and number of centers held * at time of takeover (* if there is a substitute). SAFA is brand new, and evaluation has not yet been made. Player performance is a function of all game points divided by total games played.

(6) Brobdinag: Curator Jeff Power in "Hoosier Archives", last read-out Spring 1973. Brob gives one point for every person you beat, and subtracts one for every person you lose to. Thus win plus 6, 2nd plus 4, 3rd plus 2, 4th 0, 5th minus 2, 6th (continued on next page)

minus 4, 7th minus 6. The system rewards 2nd-place finishes with a very-high point total.

(7) Corrected Brobdinag: Curator Brenton Ver Ploeg in "Platypus Pie", last read-out Winter 1973. The correction is for country being played, as I recall.

(8) Lebor Gabala: Curator Jeff Kly in "Lebor Gabala", not yet published. Specifics not RELEASED for publication.

THERE ARE ALSO THE TWO POLLS:

(1) Beyerlein Player Poll: Curator Doug Beyerlein in "Washington Reports", last read-out November 1973. This is a subjective evaluation (by ballot) by players of the 14 top players.

Name	Points	No. of Votes	No. of Firsts
1 Ver Ploeg	437	26	12
2 Birsan	429	27	10
3 Beyerlein	367	30	1
4 Buchanan	259	23	0
5 Von Metzke	226	23	2
6 Smythe	170	15	1
7 Lakofka	167	20	1
8 Phillips	143	19	0
9 Rocamora	132	16	0
10 Eiler	124	14	1
11 Pulsipher	117	15	2
12 Bytwerk	101	12	0
13 Verheiden	89	10	1
14 Staples	79	7	1

(2) Hoosier Archives Publisher Poll: Curator Walter Buchanan in "Hoosier Archives". This is a subjective evaluation (by ballot) by publishers of the 14 "top" players.

The value of all these systems, if there is any, is that a cross-section view of ALL of the systems and polls will give you some idea of player ability (or lack of it). However it must be noted that to appear on a rating list you must FINISH games (a year-and-a-half to 3-year process), and to be listed in a poll you must play in a large number of games, or contribute to the hobby via articles, services, or the like. (Popularity doesn't hurt your poll rating.) Players with scores that vary, relative to others in the listing, may give you a clue to their playing philosophy if you know how (if at all) a particular system will point out player philosophy. ODD and Brob, in my opinion, do favor wins only, and strong second philosophies (in that order).

(Editor's note: At this time "El Conquistador" takes no position or ratings. But we would like to see a committee established within the IDA to set up one uniform rating system.) (Rogue's Gallery chart on next page.)

LATEST RG UPDATE

	No. of Wins	Win Points	No. of Draws	Draw Points	No. of Survs	Surv Points	No. of Elims	Elim Points	Wins Draws	Wins Draws Survs Minus Elims
AUSTRIA	33	7785	23	1939	75	2444	187	-5801	9724	12168 6367
ENGLAND	41	9810	44	4111	117	4335	115	-3032	13921	18256 15224
FRANCE	34	8195	38	3778	129	3957	116	-3220	11973	15930 12710
GERMANY	29	7055	36	2988	98	2938	154	-4232	10043	12981 8749
ITALY	23	5550	26	2125	116	3620	152	-4145	7675	11295 7150
RUSSIA	57	13850	28	2585	85	2972	147	-4688	16435	19407 14719
TURKEY	37	8890	41	4235	125	4891	114	-3215	13120	18011 14896

(based on 317 games with 254 wins and 63 draws)

CONRAD F. VON METZKE

Conrad F. Von Metzke is the guest gamesmaster for Game Number 1971-C-1, which was orphaned with the collapse of "Tangelo Express". He can be reached at the offices of Grendell Press, Post Office Box 8342, San Diego, California 92102.

Conrad, who has been publishing since 1962, is currently the publisher of "Costa-guana" and six other postal Diplomacy magazines, and is currently gamesmastering 39 1/7 games. (One game has seven gamesmasters and one player.) As a player, Conrad has participated in 155 games of postal Diplomacy.

In 1973 Conrad received the award for Best Gamesmaster of 1972. He is currently Ombudsman of the International Diplomacy Association as well as Custodian of the Boardman Numbers.

Conrad feels that his sanity is open to question. But we believe that after his annual month of rest at Camarillo, California, his sanity cannot be questioned until late November 1975.

GUEST GAMESMASTER LARRY SMITH

Larry Smith is a native Californian who was born in Los Angeles in 1954 and graduated from Palos Verdes High School in 1972. In the near future he plans to attend the University of San Diego.

Larry started in wargaming when he received his first Avalon Hill game in 1968. Since then he has become an advisor and umpire in "Spartan International", and has participated in several Diplomacy tournaments.

At present, besides being a player and a guest gamesmaster in "El Conquistador" and working with "Spartan International", Larry is organizing a "Lord of the Rings" wargaming club to re-create the "Odyssey of the Ring".



A SUBTLE CHANGE IN MODERN MINIATURES

by Jim Dapkus

The article by Bob Mijanovich somewhat surprised me. Under the title "A Solution to the Major Dilemma of Armor Miniatures", Bob quietly suggests that fire teams be used instead of individual figures for armor battles. His suggestion could probably change the state-of-the-art of Modern Miniatures.

If we look at the idea in a broader sense, something called the infantry stand comes into play. As Napoleonic and Pre-Musket Period gamers know, their figures are mounted on stands. From my personal asking many wargamers can't visualize moderns on stands. The reason troops from other periods lend themselves to stands is their relative mass on the battlefield. Since this density is greatly reduced in moderns, a squad of men might look phony on a balsa-wood moving stand.

Bob bridged the gap. A very reasonable and authentic-looking stand can be made with 3 or 4 riflemen, some green paint, and a little scenery. A miniature diorama results. A machine-gun nest is also a breathtaking scene, and can be very easily moved. I would guess it wouldn't take more than an afternoon to turn out a platoon. The stands could also be fashioned in such a way as to take up actual scale space if you play in scale.

There is also the advantage of not requiring a great deal of scenery if you use the system. Just remember that when a stand is eliminated the scenery should remain in some form, or just mark the stand dead and leave it.

This method of gaming also has built-in advantages. If you move up from single-man/tank actions to squads and platoons, a stand becomes a squad or platoon, depending on its type, and your tank moves up. This is sort of a steal from Arnold Hendricks' 1944 rules, but probably many gamers use tank and infantry scales at 1 in 5 and 1 in 10 respectively.

This is by far the simplest way I've come across to add infantry to armor battles and have virtually instant playability. One last note to game designers: I can't recall ever seeing a game of any sort (save S&T's Lost Battles) played on battalion level. Maybe miniatures can be carried just one step further for all you corps commanders out there.

A CONTEST

"Erehwon" is running a contest. 1st prize is a 7-issue subscription to "Erehwon". The contest is a series of 10 questions on 10 different subjects:

- (1) Women: "Whatever Lola wants, Lola gets." Who was "Lola"?
- (2) Music: What was the first piece of music to feature a solo part for the typewriter, and by whom was it composed?
- (3) Government: Traditionally a nation requires that its Head of State (King or President or whatever) must be a citizen of that nation. In one nation, however, it is required that the Head of State be a citizen of some other nation. Which country has this requirement?
- (4) Astronomy: In comparison with all the other moons in the solar system, what is the most unique and unusual fact about Luna? (This fact was just as true prior to the opening of the Space Era.)
- (5) Geography: The Republic of Guyana is on an island. Explain how this can be true. (Please note that South America is a continent, not an island.)
- (6) Religion: Identify Helel ben Shahar.
- (7) History: What do the following men have in common: Hatto, Archbishop of Mainz; Widerolf, Bishop of Strassburg; Adolf, Bishop of Koln; "Freiherr von Guttin-gen"; "Count Graaf"? (Yeah, they're all Germans, but I mean other than that.)
- (8) Warfare: What were the "Diggers" of World Wars I and II?
- (9) Biography: The villain in "Cat Ballou" had a silver nose. At least two famous men did him one better by having golden noses. Name them. (Please cite a source for each name, in case I need to look it up.)
- (10) Literature: What was Mr. Dick's obsession?

Please send all answers to "Erehwon" c/o Rod Walker, 3343 First Avenue, San Diego, California. The deadline for entries is February 1st, 1974.

1914 MODIFICATIONS

by Larry Albert

These modifications are intended to make 1914 move better and to reduce the frustration while maintaining realism.

(1) NEW COMBAT RESULTS TABLE (CRT): See revised table accompanying this article.

(2) CAVALRY ATTACKS: Cavalry may attack at half strength. When using the facing rule, cavalry attacks flanks at full strength.

(3) CAVALRY ADVANCE AFTER COMBAT: Cavalry may advance one extra hex (a total of two hexes) if involved in an attack which results in a plus 1 advance.

(4) FORTS: Each fort represents 14 defense factors in 7 steps of 2 each. Infantry must reduce forts just as they would opposing infantry units.

(5) RETREATS: If a retreat is called for, a unit must retreat (or lose an extra step) regardless of the terrain. A unit forced to retreat into a river hex loses one additional step.

(6) ROUGH TERRAIN AND FORESTS: The defense factor of a unit in either a rough terrain or forrest hex is increased by 50%. Note Rule 5 above regarding retreat in either type of terrain. In addition, units in either rough terrain or forests lose all steps called for by the Combat Results Table, not a maximum of one step as specified by the Terrain Effects Chart.

Revised Combat Results Table - 1914

DIE ROLL

		ODDS								
		1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1
1		1 - - -	1 - - -	1 - - -	1 - - -	1 - - -	1 +1 - -1	1 +1 1 -1	1 +1 1 -1	1 +1 2 -1
2		2 - - -	1 - - -	1 - 1 -	2 +1 1 -1	2 +1 1 -1	2 +1 2 -1	2 +1 2 -1	- +1 1 -1	- +1 1 -1
3		2 - - -	2 - - -	2 +1 - -1	2 +1 1 -1	2 +1 2 -1	1 +1 2 -1	1 +1 2 -1	- +1 2 -1	- +1 2 -1
4				1 - - -	2 +1 - -1	2 +1 1 -1	1 +1 - -1	1 +1 2 -1	1 +1 2 -1	1 +1 3 -1
5					2 - 1 -	1 +1 1 -1	2 +1 1 -1	2 +1 2 -1	1 +1 2 -1	1 +1 3 -1
6							1 - 2 -	1 - 2 -	1 - 3 -	1 +1 3 -1

Key:

Attacker

X +1

Defender

Y -1

X = Number of steps lost by attacker

Y = Number of steps lost by defender

+1= Advance one hex

-1= Retreat one hex or lose one step extra

SHIP TO SHIP PBM

by Tim Tilson

For those of you who have the sailing-ship miniatures rules from Lowry's, I have developed a play-by-mail system for single ship-to-ship actions.

SET UP

(1) Agree on a specific-size area for the battle (3' x 4' or 20' x 40'), and agree on the north, south, east, and west sides.

(2) Choose a day of the week, such as Thursday, as the Move Due Date (MDD).

(3) Place ships on the board. "A" sends "B" two stocks for wind force. The placing of ships should be done with the sending of the indicator stocks. The CF value and SF value of each ship will be known to each player as in face-to-face.

MOVEMENT

Once the MDD has been set, each player must mail his move out by that date, complete with stocks for firing, morale, grappling, and boarding by the specified day. As both players move simultaneously and fire, they will have to keep good records. Example: Thursday is selected as the MDD; therefore both players' moves must be postmarked by Thursday with the moves arriving sometime between Saturday and Tuesday, leaving plenty of time for the players to make their next move. Movement is handled in the following way: First, list your initial position as "X" inches from the north and east edges of the board and the bow direction (23" N and 14" E, facing N). To move, simply write the move and record your new position: (Right Turn, 45 degrees, move 3.5 inches. New position: 21.5 N, 12.5 E, facing NE.) All movements must be in increments of whole or half inches.

FIRING

Players must specify whether firing high or low when firing. They are to include a stock for each die rolled when firing in FTF play. If the opening broadside hasn't been fired, the player may specify that unless a certain range is attained the fire is held. Bow and stern chasers are taken from the first stocks listed in case there is no broadside. Conversion for firing: 1, 2, 3, 4 converts to 7, 8, 9, 0.

MORALE

If in the following turn it appears that you may have to roll for morale, as you have a lot of damage, include a stock for this and mark it as such. If you later find you didn't need the roll, disregard it. Conversion for morale is as follows: 4-point morale, need 1-8; 3-point morale, 1-7; 2-point morale, 1-5; 1-point morale, 1-4.

GRAPPLING AND BOARDING

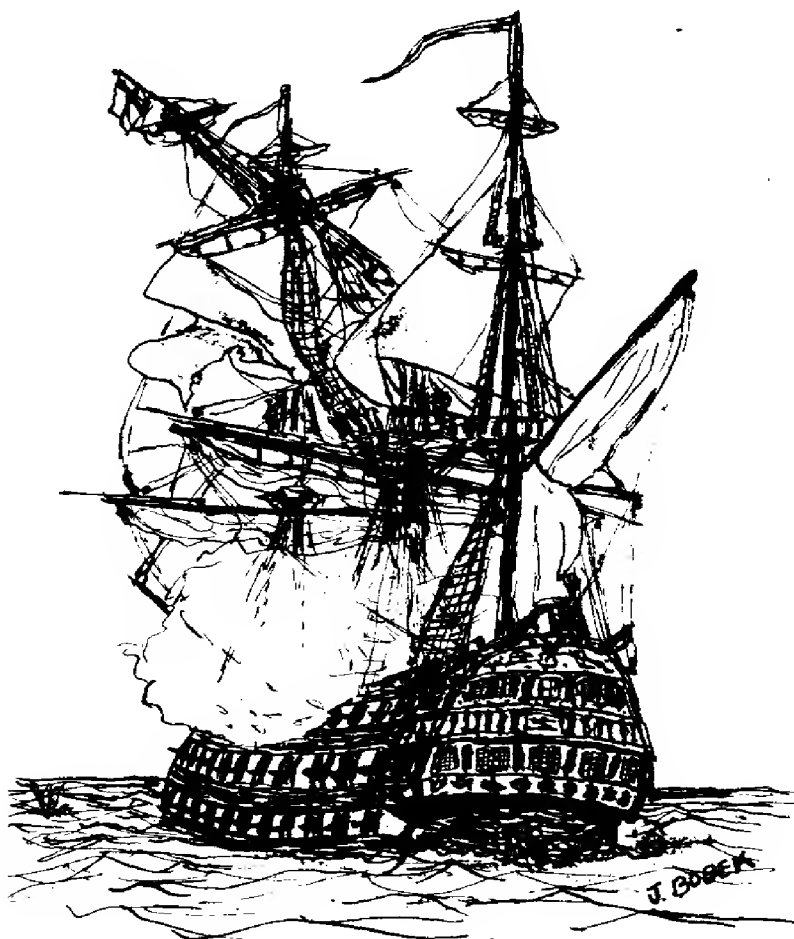
If the ships could be close enough for grappling and boarding, include a stock for this and for the attempt to cut a grapple, if you don't wish to be boarded. You need a 1-5 to grapple if on the same tack, a 1 or 2 if on opposite tacks. If the grapple is successful, and hasn't been cut, the ship being attacked does not send a move on the MDD, but waits till the boarding player sends him the number of CF he is detailing. The boarded player then sends back his defending CF and a stock for the battle. The conversion is as follows:

1-1	1-5 melee results
2-1	1-3 melee results
3-1	1,2 melee results, roll over 8, 9, 0
3-2	1-3 melee results, roll over 9, 0
4-1	1,2 melee results, roll over 9, 0
5-1	1,2 melee results

Players are to include stocks for use in the event of a rollover, and these should be noted as such. If a melee doesn't result and an immediate decision is indicated, the attacker returns the sheet with the number of stocks as die rolls allotted him. He may specify that with the roll of a specific number or numbers he will quit. The defender then returns the sheet with a stock for his defense, and an immediate decision is made. Note that if the required number for the attacker or defender (3-2) doesn't come up, the last stock rule must be used. If a melee resulted, the defender must send back another stock for the melee roll, and this is considered the second turn of the melee.

A few closing ideas. It would be best if the players live within the same state or two so that the mail won't mess up the play of the game. Also, when the final movement has taken place and you are writing your position in relation to the board, do this in increments of one-fourth, one-half, and three-fourths, rounded upward if with the wind or across, and rounded down if against the wind.

In my next article I will cover some ideas on tactics and multi-commander battles.



MORALE FOR WORLD WAR II MINIATURES

(A 5-Part Series by Stanley E. Schriefer)

PART 1: THE BASIC RIFLE SQUAD

Many of us are highly aware that morale plays a very-important part in the battle. It has the chance to turn a "recruit" into a hero, or an "elite" unit into a pack of routed, scared troops, interested only in trying to save their own necks. So good "morale rules" are more precious to a gamer than "all the tea in China" is to a tea-drinking Chinaman.

The reason I now bring up the subject is its total importance to the game. For after having composed a set of what I believed to be good logical rules, I was now faced with the problem of morale. How do you go about creating a set of good morale rules which would complement the already-established rules and their playability?

For an answer I reviewed the "tactics morale rules" and spent half an hour trying to decode them. Finally, having reached my limit, I became angry and flung them across the room, bouncing them off my television set. The answer was not there! So, I began to realize that I would have to create my own — which is what we will now discuss.

The first thing to keep in mind is that they must be playable and adhere to the idea of "strategy and tactics" for the time period involved. Since we are talking about World War II, we must keep in mind the tactics of all nations: France, Germany, England, Russia, and the "good old" USA, and we must remember the smallest unit of their maneuvering elements. This of course is the "squad", where most of the action began.

To stress the importance of a squad, we must give it an accurate breakdown. Now, most "Tables of Organization and Equipment" call for a 12-man squad: 11 men and 1 NCO. This is the ideal set number in most of the armies. But like most ideals, it was never really attained, due to heavy losses and light replacements. Therefore it would be more accurate to assume that the average squad would be 9 men: 8 men and 1 NCO.

The next thing is the setting up of some sort of point system. To do this, let us give each figure a value. A soldier figure shall be worth 1 point, an NCO 2 points, and an officer 3 points. So the value of a squad is 10 points, which is the base value. Thus, an infantry squad of 9 figures has a base of 10.

The next item for evaluation is the "mission" of the squad. As some of you already know, the mission of the infantry is to attack, defend, and/or reconnoiter. This is important to morale in the sense that the squad, represented by infantry figures on the playing surface, is performing one of these required functions in the game. And, since an infantryman has his worth in actual battle, these factors become important also to a squad's morale and functionability. For an attacking infantry is a lot more cautious than a defender, and if faced with gunfire the unprotected attacking figure will have a nice second thought about the whole thing. So, since we must add a factor for attack and defense, the number 2 will convey the proper weight of the situation.

To better explain this factor, allow a plus 2 for the base number of the squad defending and a minus 2 for the squad attacking. So the squad which attacks will have a factor of 8, while the defender will have a factor of 12.

To keep the confusion of point values in the squad from intermingling with the point values of other squads, let us now discuss the topic of "unit integrity". Soldiers have a great tendency to fight alongside men they know and trust. To reflect this in the game, the basis of "unit integrity" shall be the "zone". The zone shall be defined as a set area 10 inches by 2 inches for the defender and 5 inches by 6 inches for the attacker, or moving squad, with the dimensions given as those of the squad area.

By now you have figured out that there must be some reason for the use of the zone and the keeping of the "unit integrity". Actually the squad, if maintaining its

"integrity" (zone), shall maintain its point factors for the unit. If a soldier runs (which we will talk about later), the unit will lose his point, thereby being weakened. But if all men hold their positions, then the factor shall remain according to the values set. So the idea of unit integrity will have a realistic effect on every common fighting man, correctly proportioning the "Audey Murphys" to an unusual few.

So far we have covered the squad, the breakdown of the squad, the point value of a rifle squad and its mission, plus a small idea of unit integrity, to keep the true idea of morale. The next factor, as important as the others, is that of the "combat" experience.

Since an "elite" unit will hold better than a "recruit" unit, we must assign a set factor for the type of squad. To do this, we shall break the categories down into four areas. The first shall be called the "recruit unit", the second the "regular unit", the third the "veteran unit", and the fourth the "elite unit". To apply this to the listed base factors, let us first assume that the "regular" unit is the basis for all factoring. Thus the set value for a "recruit" unit would be a minus 1, the set value for a "veteran" unit would be a plus 1, and the set value for an "elite" unit would be a plus 2 added to the base number.

Now we begin to see a major difference in unit strength of morale. In an attack, a recruit unit would be worth 7 points and an elite unit would be worth 11 points. In a defense, a recruit unit would be worth 11 points, while an elite unit would be worth 15 points.

How can you designate "combat experience"? That's simple! I have found two effective methods. The first is a "one-die" method and the second is a "two-die" method.

For the "one-die" method, a roll of 1 will represent a recruit squad, 2 or 3 will represent a regular squad, 4 or 5 will represent a veteran squad, and 6 will represent an elite squad. If you don't like that, then there's the "two-die" method: 2 or 3, recruit; 5, 6, or 8, veteran; 9 to 12, regular; and 7, elite.

Under the "two-die" method, the chance of a better balance of veteran units is greater. And, since the veteran unit is favored by the "two-die" method, I would recommend this method for the selection of the Germans and Russians, while using the "one-die" method for the Americans and British. When using either method, or both, employ them prior to the simulation to pick the quality of the units.

Thus we have a point system for the squad, and we now need an evaluation table or chart. The value of morale does not become questionable until it reaches a factor of 6. Then the die is thrown for a "morale check".

FACTOR	DIE ROLL
6	1
5	1-2
4	1-2-3
3-1	1-2-3-4

If the die roll shows the correct number, you have a problem! We'll reflect on that problem in a later issue. The February issue will cover the squad as part of the platoon, along with the advantage of support weapons. So be sure not to miss Part 2 of "Morale for World War II Miniatures", by Stanley E. Schriefer.



THE TWIN CITIES NAPOLEONIC SIMULATION CAMPAIGN

by Mike Carr

The Twin Cities Napoleonic Simulation Campaign, going on since the spring of 1969 and embracing over 25 players and subcommanders in its entirety, is an attempt by wargamers in the Minneapolis-Saint Paul area to simulate military and diplomatic affairs of the Napoleonic Era.

The campaign, a "parallel world" based on the European situation of the early 1800s, began with players taking the major countries of Europe from the spring of 1800. At the time of this writing, the game has progressed through the fall of 1802 (6 turns of spring and fall), a monument to the dedication of players and referee alike. The campaign has grown in size as well, and commands are now had for virtually all important European countries as well as such far-flung areas as America, the Indian subcontinent, and the East and West Indies colonial areas.

Each country is guided by at least one player, who decides on the course of his country amidst the military, economic, and diplomatic background of the campaign as a whole. The larger nations are represented by teams of commanders, with one head of state giving overall direction of the country and its resources.

Each country budgets its resources as desired along historically-based guidelines. Such all-important resources as monetary income, manpower pools, cannon production, and naval stores are collected and distributed in the interaction between nations as the players build, train, and equip both land and naval forces along historical lines.

Military conflicts that occur are resolved in the most realistic way possible, and the campaign combines important elements of Diplomacy, strategic-level board games, and miniatures in resolving the conflicts that inevitably arise. The provinces themselves are worth different values, and the players order their forces accordingly, combining with other nations and forces in wars and alliances. Once opposing forces are in the same strategic area, topographic maps (many from the group's own library) or strategic-level hex maps are used to chart the movements of opposing groups. Once in contact, a battlefield is set up according to the details of a topographic map of the area, and major actions are fought out by the players using miniatures. The entire procedure is rather complex, but amazingly interesting and reasonably accurate historically.

The campaign rules themselves are extensive and complex. Many are listed in various issues of the group's newsletter, "Corner of the Table". The house rules used for the actual miniatures battles are "Strategos N" (by Dave Wesely) for land actions and "Don't Give Up the Ship" (by Dave Arneson, Gary Gygax, and Mike Carr) for naval actions. The group maintains its own collection of miniature figures for use in the tactical actions on the tabletop.

The campaign's founder and director is Dave Arneson. Mr. Arneson, as strategic referee, oversees the campaign and its many details. His unceasing work as referee has been responsible for the campaign's success and remarkable longevity. It is to his credit that the Twin Cities campaign ranks as one of the most-successful and longest-running campaigns in the world of wargaming.

Besides the important military aspects of the game, other interesting facets of historical development are included in the campaign. Such things as personalities, research and development, and espionage provide the ongoing campaign with color, diversity, and intrigue.

The following list details some of the players in the campaign and their positions. There are also a number of lesser players, as well as a number of players serving as subordinates for the principal powers in tactical situations and colonial areas.

**PRINCIPAL PLAYERS IN THE TWIN CITIES
NAPOLEONIC SIMULATION CAMPAIGN**

COUNTRY	TITLE	PLAYER
Great Britain	King Prime Minister	Duane Jenkins Steve Rocheford
French Empire	Emperor	Tom Kirkpatrick
Russian Empire	Tsar First Minister	Rick Johnson Bill Heaton
Spanish Empire	Regent Prince	Dan Nicholson Kurt Krey
Holland	King	Dave Wesely
Austria	Emperor	Dave Fant
Ottoman Empire	Sultan	Dale Nelson
United States	President	Rob Kuntz
Prussia	King	Dave Megarry
Sweden	Regent	Ross Maker
Barbary States	Pasha	Mike Carr
Denmark	Chancellor	Scott Belfry
Tuscany	King	John Soukup
Lombardy	King	Jim Abeler
Papal States	Pope	Jim Barber
Sicily	King	Pete Gaylord
Greece	Rebel Leader	Phil Grant
Caribbean Pirates	"Black Siegfried"	Jim Nelson
Brazil	Cafetero	Bob Belleflower
Marata (India)	Maharaja	Ken Shepro
American Indians	Chief	Tom Webster

SKYTREX AND MERCATOR 1:200-SCALE ARMORED VEHICLES

by Sergeant Michael Reese

Mercator, that maker of 1:1200 ship models, has come out with a series of World War I (mainly) and World War II 1:200 armored vehicles. The models have rotating turrets, come painted in a basic color, and are packed on cardboard in a clear plastic bubble. They look good painted as they are, and with a little touch-up of the detail are very nice indeed. (See pictures.)

The line now covers World War II German and Russian vehicles (plus Leopard and Leopard Bergepanzer). The main medium/heavy panzers are covered (MIII, MTV, MV, MVI, MVIb), the assault guns and panzerjager (Hetzer, Jagdpanther, and Tiger, the assault gun III line), anti-tank artillery and flak (PAK 40, 35/36, 37 and 20 mm Flak, 8.8 cm Flak 36, Eastwind, Westwind, Furniture Van), the 251 series of half-tracks (251/1, 251/2, 251/9, 251/10, 251/22), and some soft vehicles (L2 H43 4 x 6 light truck, Kubelwagen, Sdkfz 7 halftrack). The Soviet line covers the T34 chassis (T34/76b, T34/85, SU85, SU 100, SU122, SU ARV) and the KV chassis (KV-1B and KV-II). World War I tanks are covered extensively, from Mk IV through Mk V, German AV7, German Mk IV (captured British vehicles), and French FT, in both male and female versions. The future holds more soft vehicles: the Pz I and II chassis series, the 250 halftrack series, and a variety of German armored cars. The Allied line will start with the Sherman and Cromwell series.

In England Skytrex is producing a 1:200 scale line version of vehicles to complement the Mercator Line. Their first vehicles are the 251/1 halftrack, the Sherman M4A3, the Churchill tank, the Crocodile flamethrower trailer, and the Cromwell. The models come unpainted, and their turrets do not turn. Detail is not sharp, and there is some flash. However painted they look good, and later models will have rotating turrets.

What are the prices? Skytrex has the great advantage. Its models cost 50¢ (1.5DM or 20P). Mercator's models cost from 65¢ (2DM or 23P) to \$1.60 (5DM or 67P). The average price is \$1.00 to \$1.60 (a 251/1 costs \$1.00, an Mk IV \$1.25, a Tiger \$1.60). Mercator's prices are steep, but the quality is good. Skytrex has poorer quality, but is much cheaper. I would think a mixture of the two would be best. For infantry fire team-size units work very well. These I make out of balsa wood now, but Mercator may come out with infantry.

Mercator models are available from Preston Hobbies, PO Box 2388, 86 Bamberg, West Germany. Catalogue 50¢.

Skytrex models are available from Skytrex Ltd., 16 Davenport Road, Sidcup, Kent DA14, 4 PW.

The Courier

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THE BATTLE OF GROSSE KOPF

by Tom Webster

(from Dulman Official Military Archives)

Between the Olaf Sea and the Le S'goti Desert, and between the Bogomi Forest and the Mountains of Shi, lies a fertile plain, at each end of which lie two capital cities. In the north near the sea are the Malodorians, who trade with the Dulman and receive their protection, and who have sent auxiliaries to them.

In the southern interior are the more civilized but more quarrelsome Burgothians. They trade much with the Bogomi of the forest and the Sanduskians of the desert.

In the midst of the plain looms the mountain Grosse Kopf. Each civilization claims that the border is on the far side of the Kopf from their respective capitals.

In the mid-autumn of the year 912 AFD, the Burgothians decided that further raids, thefts, and talking were useless, and called on their friends to aid them against the Malodorians. They also sent messages to a forest people in the west and to a little-known "empire" in the southern interior called Gundulia.

The Malodorians learned of the plans from a spy among the Sanduskians, and so sent over the mountains for aid from Dulusia, and asked Captain of Cavalry Julio Patrus at Lighthouse 17 to send horsemen to Grosse Kopf.

Dawn of the 3rd of Dzhooleye exposed 500 heavy and 1040 medium Burgothian infantrymen on their half of the heights with 400 Minikari archers and 260 Gundulian slingers extending the wings on the lower slopes, while 300 heavy cavalrymen covered the left flank at the base of Kopf.

But long before dawn the Malodorians had seen the many campfires and abandoned the northern half of Kopf for a position between the mountain and the forest. Their 3,000 light infantrymen, 200 heavy foot-soldiers, and 400 Dulusian medium infantrymen were protected by a screen of 800 archers.

As the sun's rays penetrated the forest, there appeared at its edge 1800 Bogomi. At this same time from the desert came 200 mounted warriors and 500 medium infantrymen. Guarding against these was Captain Patrus and 400 heavy Dulman cavalry.

In the first double-hour the Burgothian infantry began juggling themselves about, to change their line to face the enemy northwest instead of the original north. The Sanduskians advanced across the plains, while the Bogomi held back. Captain Patrus advanced on the Sanduskians.

In the second double-hour the Malodorians attacked the Bogomi; their archers fired on Bogomi and Burgothian, and Captain Patrus contacted the desert cavalry. The Bogomi threw spears and did well against their foe. Their arrows slew many forest men and southerners. Captain Patrus in one fierce melee slew many enemy horsemen, the survivors fleeing to their desert capitol proclaiming the battle lost. Losses from the first contact were: 120 Burgothians, 140 Sandusky cavalrymen, and 400 Bogomi, as well as 20 Dulman cavalrymen, 120 Dulusians, and 140 Malodorians.

In the third double-hour the Gundulians slew 20 of Patrus's cavalrymen, and the Bogomi dispatched 60 Malodorians and 40 Dulusians but lost 100 of their own. Enemy archers zapped 20 advancing Burgothians.

With the sun at its peak, Patrus rode west, ignoring foot-soldiers and seeking enemy cavalrymen, who were just crossing Kopf looking for him. The Bogomi, becoming incensed at the prolonged melee, their own high losses, and the enemy's refusal to run, plunged their spears into 120 Malodorians and 60 Dulusians, but again lost 160 of their own. The Minikari advanced on the archer screen, only to lose 80 men. The Burgothian foot-soldiers continued to maneuver.

During the fifth double-hour, Burgothian heavy cavalrymen divided into two wings and surged into Patrus's men, killing 60. The Dulman troops recovered quickly, and mortally wounded 120 attackers. The forest warriors, nearing berserker recklessness, wiped out 160 of the enemy, who fought back tenaciously, slaying 160 Bogomi.

(continued on next page)

The Minikari shot 60 enemy bowmen, but were reduced by 140. The slow-moving heavy foot-soldiers lost 100 men.

In the late afternoon, Patrus, tiring, lost 60 men and slew 20 of the enemy, the right Burgoth wing having retired after earlier losses to regroup. The Bogomi, after losing 200 men and killing only 120 of the enemy, suddenly broke: 400 surrendered and another 200 escaped into the forest. Chief Dzhumubi and his bodyguards prepared to fight on. 60 archers died for 100 Minikari.

Toward evening Patrus cut down 40 enemy horsemen and lost not a man. At dusk he rode north.

Dzhumubi's guards heaped 180 bodies in front of their position. It seemed to them the enemy ran onto their spears. Dzhumubi was slain, but the guards were surrounded, and so fought on. By nightfall they were all dead, along with 100 more Malodorians.

The Minikari took no more losses that day while shooting 20 enemy bowmen. But the Burgothian foot-soldiers, marching steadily into hostile fire until dark, suffered 300 casualties.

That night the Burgothians pulled back to the Kopf, their remaining horsemen joining them to form the left flank. The Sanduskian foot-soldiers marched to the southwest slopes to cover the cavalry's right flank. The Gundulians and the Minikari formed the center.

At dawn of the second day the two cavalry forces attacked each other. Patrus destroyed the enemy completely and lost no men. A double volley of stones and arrows were exchanged. 200 archers were lost, but the Gundulians lost the same and 20 Minikari besides. The remaining missile troops allied with Burgothia, their morale broken, fled.

The foot-soldiers, having no further protection against either archers or cavalrymen, called a truce. The Malodorians gained half of the fertile lands of Burgothia. The Sanduskians ceased trading with Burgothia and began trading with Malodoria and Dulman. The Bogomi have not been heard from since. The Bogomi who surrendered were given to Dulman to man galleys.

Computed losses other than those obvious from the text: Burgothia: all heavy foot-soldiers and 40 medium foot-soldiers; Minikari: 340; Dulusians: 240; Dulman: 160; Malodorians: 1200. Total losses: Burgothia (mismanaged by Tom Webster): 2980; Malodoria (superbly handled by Steve Thomas): 1600.



Gordy's War Room

by Gordon W. Anderson

Early in December I saw Daniel Darcy in his model-making shop on South Halsted Street in Chicago. Dan makes scale-model warships of the 20th Century in the scales of 1:1200 and 1:1250. He showed me several of the waterline models he manufactures along with the methods of manufacture and the research techniques he employs to insure the most-accurate reproduction of the models.

As I was leaving Dan gave me a copy of "Fletcher Pratt's Naval War Game", of which he is the publisher.

"Fletcher Pratt's Naval War Game" was written in 1940 by a man who was conceded by many to be a one-man war college, for the enjoyment of himself and several of his friends who were interested in naval matters. In 1943 he rewrote it, and it was subsequently published by Harrison-Hilton Books Incorporated. Pratt later added several more rules affecting air power, and in 1973 Daniel J. Darcy published a new edition of Pratt's original rules, adding the post-war rules on air power.

The rules are quite simple and can be mastered in less than two hours. They allow for naval competition between two people or more than a hundred. They include air power and effective use of submarines, torpedoes, and aerial bombing. The rules lend themselves very well to team play. I believe that there are several teams in the Chicago area using these rules.

One major drawback is that the capabilities of each ship must be calculated; however some model makers supply this information with their models.

Anyone wanting a copy of "Fletcher Pratt's Naval War Game" may order one for \$2.50 from Daniel J. Darcy, 1841 South Halsted, Chicago, Illinois 60608.

Included in the December issue of "Conflict" magazine were two games, Dien Bien Phu and Battle for Hue. Jeff Stevens, assistant editor of "El Conquistador", and I decided to try Dien Bien Phu.

The game moves fast, but it appears that the French don't have a chance if the Viet Minh decide to run and hide until they have amassed enough supplies to attack the French in force. When they do attack in force the French are done! This is what happened in all four of the games we played. Jeff was the French twice and the Viet Minh twice, and I was his opponent.

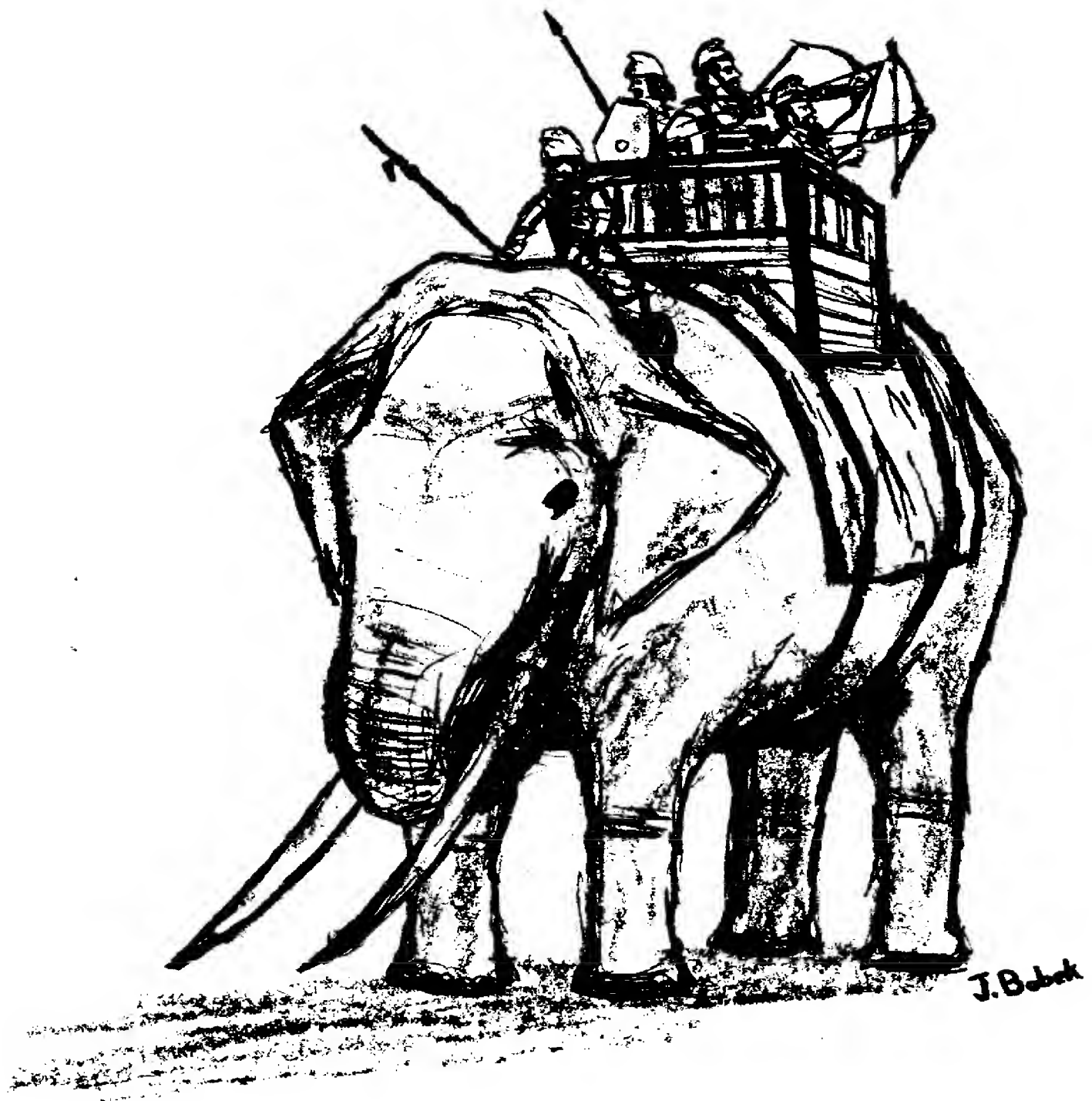
Last Christmas my daughter bought me a game of Skittle Bowl. She thought it would be the perfect game for us to play, but it has long-since been forgotten. This Christmas eve I was browsing through a discount store when a special price was announced for Sub Search, a game by Milton Bradley. I thought: This is my chance to get even with my daughter for last Christmas. So I bought it.

It was the last present opened, and my daughter and I spent until 4:30 that morning playing Sub Search. The game moves very fast and the rules are only two pages long. It's as easy as Risk, but it involves a lot less luck.

We've thought about modifying the rules to allow the submarines to move after they've fired a torpedo. This rule would make the game more realistic and competitive.

Sub Search is not built to any scale, but it's still a lot of fun, especially for the 10-to-15-year-old age group. Next time they say "Dad, let's play a game!", pull out your Sub Search set.





ARMOR USED BY HANNIBAL
WHEN HE CROSSED THE ALPS

THE INTERNATIONAL DIPLOMACY ASSOCIATION

The International Diplomacy Association was formed after numerous attempts and failures to form an acceptable hobby-wide organization. The IDA took shape during the early part of 1972. Its purpose was to provide a democratic forum for discussion and action on the needs of the ever-expanding postal Diplomacy world.

The decision-making nucleus is the Council, composed of 12 elected officials for one- or two-year terms. Five of the officers are elected from regional areas, while the other seven are elected at large from the international constituency. It is hoped that the policies of the organization will therefore have a decidedly-broad overview rather than being overwhelmed by national or sub-national divisions.

Services presently under way are highlighted by the following :

(1) PUBLICATIONS such as the "Diplomacy Review" are sent to each member every other month giving the latest news on the hobby and the organization. The IDA also collected and printed the Diplomacy Handbook, an anthology of original and re-printed articles on the play of the game and aspects of interest to hobby participants. A follow-up edition is planned for this year which should surpass the '73 issue in quality, as well as a specialized handbook for those interested in publishing a Diplomacy zine and gamesmastering.

(2) GAME OPENINGS throughout the hobby are listed, and a new service for players interested in taking over substitute positions has been initiated.

(3) GAME INSURANCE, longed for by many players over the years, is now available from the IDA for a nominal sum, with the money used to pay the postage costs for a new GM. At the moment the Council is considering an expansion of this service to make it easier to use as well as preventive measures to spare the hobby the trouble of orphans.

(4) NOVICE PACKETS were put together as a collection of several sample zines with a cover sheet explaining some of the fundamental workings of the hobby. In this way a novice player can become quickly acclimated to the hobby.

(5) AN OMBUDSMAN and an advisory committee are provided to mediate conflicts that often arise between parties within the hobby. Players finally have a place to go to be heard and get action in cases of disputes.

(6) RATING REPORTS on the latest developments of the numerous rating systems that exist in the hobby are compiled and published periodically in IDA publications.

(7) CALHAMER AWARDS for outstanding accomplishment in a dozen or so areas are run and paid for by the IDA, though the election procedure is open to the entire hobby without exception.

(8) THE INTERNATIONAL BOARDMAN NUMBERS and the statistical compilation of a record of every game played in the hobby around the world are subsidized and fully supported by the IDA.

(9) VARIANTS OF DIPLOMACY are presently being reviewed, as is the establishment of a Variant Bank to collect all known variants and spares available to the public for a nominal charge.

(10) MINICON AIDS are being provided for those conventions that feature a Diplomacy gathering.

(11) A POSTAL TOURNAMENT is presently being considered by the Council and will most likely depend very much on the reaction of both members and non-members before it is run.

(12) A CENSUS is kept by the IDA of all people involved in postal Diplomacy. Their names and addresses are published at least once a year and provide an easy method for getting in contact with gamers in your region if you choose not to advertise in the numerous zines.

With about one third of all the hobby's publishers and close to 20% of all players involved as IDA members, the organization has received recognition from Games Research Incorporated, the makers of Diplomacy, as the effective hobby-wide organization. We look forward to our continued expansion in providing services for the hobby and emphasizing the common bond in the hobby: the enjoyment of Diplomacy.

1971 CI Fall-Winter 1903: Guest Gamesmaster: Conrad F. Von Metzke, PO Box 8342, San Diego, California 92102

(VNS) All mistakes have been corrected. The game is now ready to move into 1904.

FALL 1903 MOVES

AUSTRIA (Jim Carr)

A. Ser. S. A. Rum.
A. Rum. H.
A. Tri. H.
A. Bul.
F. Gre. S. A. Bul.

ENGLAND (Sam Jones) C. o. A.

A. Lon.
F. Pic. to Bre.
F. N. S. to E. C.
F. N. A. O. to M. A. O.
F. Nor to St. Pet. (nc)

FRANCE (Tony Pandin)

A. Por. to Wal. via C. F. M. A. O. via C. F. E. C.
F. M. A. O. C. A. Por. to F. E. C.
F. E. C. C. A. Por. from F. M. A. O. to Wal.

GERMANY (Steven Brooks)

A. Pru. to War.
A. Sil. S. A. Pru. to War.
A. Par. S. English F. Pic. to Bre.
A. Swe. S. English F. N. S. to Nor. (nso)
A. Ruh. to Bel.
F. Hol. to Bel.

ITALY (Peter Weber)

A. Mar. H.
A. Spa. H.
A. Ven. H.
F. W. M. H.
F. Tyn. S. H.
F. Nap. H.

RUSSIA (Larry Smith)

A. Fin. to St. Pet.
A. Mos. S. A. Fin. to St. Pet.
A. Sev. H.

TURKEY (Greg Pitts)

A. Ank. to Con.
F. Smy. S. Ank. to Con.
F. Blk. S. to Sev.
F. Aeg. S. to Bul. (sc)

Underlined moves fail.

Gregg Pitts has not responded, so Gregory D. Frost, Louisiana State University, PO Box 20224, Baton Rouge, Louisiana 70803, is requested to take over the Turkish position.

C. o. A. Sam Jones, Apartment 4, 1611 Brockton Avenue, Los Angeles, California 90025

Units are located in the following areas :

AUSTRIA: A. Tri. A. Ser. A. Bul. A. Rum. F. Gre. (5 units)
ENGLAND: A. Lon. F. N. A. O. F. N. S. F. Nor. F. Bre. (5 units)
FRANCE: A. Wal. F. M. A. O. F. E. C. (3 units)
GERMANY: A. Par. A. Sil. A. War. A. Swe. A. Ruh. F. Hol. (6 units)
ITALY: A. Ven. A. Mar. A. Spa. F. Nap. F. W. M. F. Tyr. S. (6 units)
RUSSIA: A. St. Pet. A. Mos. A. Sev. (3 units)
TURKEY: A. Con. F. Blk. S. F. Smy. F. Aeg. S. (4 units)

Supply Centers: Fall-Winter 1903

AUSTRIA: Tri. Bud. Vie. Ser. Gre. Bul. Rum. (7) Build 2
ENGLAND: Lon. Live. Edi. Nor. Bre. Bel. (6) Build 1
FRANCE: Por. (1) Remove 2
GERMANY: Mun. Ber. Kie. Hol. Bel. Par. Den. Swe. War. (8) Build 2
ITALY: Nap. Rom. Ven. Mar. Spa. Tun. (6) No Change
RUSSIA: St. Pet. Mos. Sev. (3) No Change
TURKEY: Con. Smy. Ank. (3) Remove 1

Winter 1903 Build/Removals

AUSTRIA: Build A. Vie. A. Bud.
ENGLAND: Build F. Live.
FRANCE: Remove F. M. A. O. F. E. C.
GERMANY: Build A. Ber. A. Mun.
ITALY: No Change
RUSSIA: No Change
TURKEY: Remove (Gamesmaster) F. Smy.

Units are now located in the following areas:

AUSTRIA: A. Tri. A. Ser. A. Bul. A. Rum. A. Vie. A. Bud. F. Gre. (7 units)
ENGLAND: A. Lon. F. N. A. O. F. N. S. F. Nor. F. Bre. F. Edi. (6 units)
FRANCE: A. Wal. (1 unit)
GERMANY: A. Par. A. Sil. A. War. A. Swe. A. Ruh. A. Ber. A. Mun. F. Hol. (8 units)
ITALY: A. Ven. A. Mar. A. Spa. F. Nap. F. W. M. F. Tyr. S. (6 units)
RUSSIA: A. St. Pet. A. Mos. A. Sev. (3 units)
TURKEY: A. Con. F. Aeg. S. F. Blk. S. (3 units)

Deadline for Spring 1904 moves is January 28th, 1974. All moves must be received by Conrad F. Von Metzke by the deadline. (MAIL EARLY!)

BERLIN November 24th, 1903: The Kaiser and the German people awoke from their long sleep. They looked around and saw all units intact. The Kaiser cried: "To the attack! We march again!"

MOSCOW ARMY HEADQUARTERS: After the long time taken to re-organize the Imperial Russian Army it has been declared that the army in Finland shall be returned to its winter quarters in Saint Petersburg.

SAINT PETERSBURG: For the security of the people of Finland it has been declared that Finland is now a Republic and shall be recognized as such by Russia.

HELSINKI: The People of Finland wish to offer their thanks to the People of Russia for their noble gesture.

THE NEED FOR PRESS RELEASES

"The Government has a right to lie in order to protect itself." So quoth Arthur Sylvester, a liege lord of the Kennedy Dynasty. "El Conquistador" respects this heavenly gift of wise introspection, lordly warnings, and general frothing at the reins for those in power who wish to save their lands and capitals from the gruesome excesses committed by the raging barbarians threatening the realm.

To discourage the rabble from dousing the torch of liberty, fraternity, and the rights of men requires a skillful pen, wielded by one who knows the issues at stake and can artfully weave a net around the entrepreneurs of other nations. One must realize, however, that many savages are unable to read. So be it. Less than men of culture and civilized conduct will fall as Cassivelaunus to Caesar.

Since press releases should be part of an overall diplomatic effort, it is best to make your views known to the outside world, and we will gladly provide the forum for you. Just write!



(VNS) A mistake was made in Spring 1902 moves. Germany moved a unit to Burgundy, not to Berlin. The Czar drives England from Norway in a complex battle plan as he also invades the Sultan's realm. The Sultan has taken Greece from Austria. The Pope is silent as the French retreat.

AUSTRIA (Ray Bowers)

A. Tri. H.
A. Bud. S. Russian F. Rum.
A. Alb. to Ser.
A. Ser. to Bul.
F. Gre. S. A. Ser. to Bul.
F. Gre. dislodged, retreat due immediately

ENGLAND (Dan Gorham)

A. Nor. to St. Pet.
A. Nor. dislodged and annihilated.
F. Bar. S. S. A. Nor. to St. Pet.
F. Nor. S. to N. S.
F. N. S. to Den.

FRANCE (Eric Davison)

A. Spa. to Gas.
A. Pic. to Par.
A. Mar. to Bur.
F. G. o. L. to W. M.
F. Tyr. S. to G. o. L.

GERMANY (Michael Lind)

A. Mun. H.
A. Bur. to Bel.
A. Bel. to Hol.
F. Ska. to Den.

ITALY (W. Grady Hicks) N. M. R.

A. Tun. H.
A. Tyr. H.
F. Nap. H.
F. Ion. S. H.

RUSSIA (Steadman Westergaard)

A. Sev. to Arm.
A. Ukr. to Sev.
A. Fin. S. A. St. Pet.
A. St. Pet. S. F. Swe. to Nor.
(Support order is good.)
F. Swe. to Nor.
F. Rum. S. Austrian A. Ser. to Bul.

TURKEY (Richard Rice)

A. Bul. to Gre.
A. Con. to Bul.
F. Aeg. S. S. A. Bul. to Gre.
F. Blk. S. S. A. Con. to Bul.

Underlined moves fail.

Units are located in the following areas:

AUSTRIA: A. Alb. A. Bud. A. Tri. A. Ser. F. Gre.
F. Gre. dislodged, retreat due immediately. (5 units)
ENGLAND: F. N. S. F. Nor. S. F. Bar. S. (3 units)
FRANCE: F. G. o. L. F. W. M. A. Gas. A. Par. A. Bur. (5 units)
GERMANY: F. Ska. A. Bel. A. Mun. A. Hol. (4 units)
ITALY: F. Ion. S. F. Nap. A. Tun. A. Tyr. (4 units)
RUSSIA: F. Rum. F. Nor. A. Fin. A. Sev. A. Arm. A. St. Pet. (6 units)
TURKEY: F. Aeg. S. F. Blk. S. A. Gre. A. Con. (4 units)

Supply Centers: Fall 1902 Gain ~~Loss~~

AUSTRIA: Tri. Bud. Vie. Ser. ~~Gre.~~ (4) Remove 1
ENGLAND: Edi. Live. Lon. ~~Nor.~~ (3) No Change
FRANCE: Bre. Par. Mar. Spa. Por. (5) No Change
GERMANY: Mun. Kie. Ber. Hol. Bel. (5) Build 1
ITALY: Ven. Rom. Nap. Tun. (4) No Change
RUSSIA: St. Pet. Mos. Sev. War. Swe. Rum. Nor. (7) Build 1
TURKEY: Ank. Con. Smy. Bul. Gre. (5) Build 1

Deadline for Winter 1903 build/removals is February 1st, 1974. All moves must be received at the office of "El Conquistador" by the deadline. (MAIL EARLY!)

CONSTANTINOPLE: The Roman Emperor Nero is said to have fiddled while Rome burned. In the present day the Holy Roman Emperor Franz Josef is apparently content to fiddle while not only Rome but all of the Mediterranean is lost to the Gallic hordes. Turkey would be interested in a united front to stop French expansion to the east.

PALANTIR PAPERS: Well, anybody can make mistakes. We'll start over. The game seems to be shaping up into a system of alliances: Russia-Turkey, France-Germany-Russia, and Austria-Italy. This leaves England in the cold but in a good defensive position.

ANKARA: The Russian bear is going to have to pay more attention to his southern flank if he expects to prosper in the long term. The Sultan cannot understand the Czar's reluctance to stage joint Russo-Turkish operations. The Turkish fleet in the Black Sea has not attacked either Sevastopol or Rumania during the two years that Austria has been attempting to gain hegemony in the Balkans.

ENGLISH FREE PRESS: The Prime Minister, speaking at a joint session of the House of Lords and House of Commons, gave a report to the nation and the world in which he said that England was fighting to again save the civilization of the world from the Hun, even as England has done in the past. "Even though we are deserted by France, and faced with a massive build-up on the Russian front, and fighting a mindless dictator in Germany, England will pull through for decent people everywhere."

UNDERGROUND NEWS: Why did the Russians withdraw from Galicia, a new alliance in the making, with the Turks, the Germans, and the English to suffer from it?

PARIS PRESS: Recent rumors of German invasion of Burgundy have been verified by the Emperor's Intelligence Agency. Therefore the nation waits for some word as to whether or not the German forces will withdraw from the neutral territory.

BREST'S BEST: The recall of the fleet and the rumors that Germany has declared war on France without cause or provocation have produced a feeling of near panic in the streets. Citizens are concerned that the Russian-German alliance means the end of Western civilization.

IMPERIAL BULLETIN: The Government of France extends its apology to the Italian people for its intrusion into the Tyrrhenian Sea. As a sign that France seeks meaningful peace, the fleets will be withdrawn to more-important locations. France realizes that the appearance of friendship can cause one to fail to recognize one's true enemies.

PARIS/BERLIN: In accordance with time-honored traditions of self-preservation, we seek to preserve our national integrity and borders from the molestation of others. We hope that you will see that you have been misinformed and act to remedy the situation before it gets out of hand.

MUNICH-BUDAPEST: The German people wish to extend our appreciation to Emperor Franz Josef for his moral support. We hope our occupation of Burgundy will give you time to prepare for the French onslaught.

UKRAINIAN NEWS: Oui, mon ami! Et iz korrekct that Dan ze Dupe will leave Norway. But vy iz et zat you write in Russian with ze French accent?

SWITZERLAND FREE PRESS: It is respectfully requested that England and Germany come to some agreement. Otherwise France will have a free run of the West.

NEWS FLASH: The Emperor of France categorically denies that any treaty, understanding, alliance, pact, or collusion exists between the Empire of France and the Czar of All the Russians. In fact and in deed, the myth of this alliance finds its source in the delusions of the Germans.

SAINT PETERSBURG: Reverend Pious Blue's days in Norway are numbered. I have spoken.

73-I-1-GT Winter 1901 Build/Removals: Gamesmaster: Gordon W. Anderson, c/o
"El Conquistador"

(VNS) The Pope has enlisted the aid of the dogs.

AUSTRIA (Fred Hicks) Builds A. Bud. A. Tri.
ENGLAND (Walter D. Huff) Builds F. Edi. F. Lon.
FRANCE (Andre R. Boulanger) Build A. Par.
GERMANY (Fred Chartrand) Builds A. Mun. F. Kie.
ITALY (Brian J. Blume) Build F. Nap.
RUSSIA (Robert Moore) Build F. St. Pet. (nc)
TURKEY (Paul Oldaker) Build F. Smy.

Units are located in the following areas:

AUSTRIA: F. Gre. A. Vie. A. Ser. A. Bud. A. Tri. (5 units)
ENGLAND: F. Lon. F. Edi. F. Hol. F. Nor. A. Yor. (5 units)
FRANCE: F. Por. A. Pic. A. Mar. A. Par. (4 units)
GERMANY: F. Bel. F. Kie. A. Ruh. A. Den. A. Mun. (5 units)
ITALY: F. Tyr. S. F. Nap. A. Pie. A. Tun. (4 units)
RUSSIA: F. St. Pet. (nc) F. Sev. F. Swe. A. War. A. Fin. (5 units)
TURKEY: F. Blk. S. A. Con. A. Rum. F. Smy. (4 units)

Supply Centers: Winter 1901

AUSTRIA: Tri. Bud. Vie. Ser. Gre. (5)
ENGLAND: Edi. Live. Lon. Nor. Hol. (5)
FRANCE: Bre. Par. Mar. Por. (4)
GERMANY: Mun. Ber. Kie. Den. Bel. (5)
ITALY: Ven. Rom. Nap. Tun. (4)
RUSSIA: St. Pet. Mos. War. Sev. Swe. (5)
TURKEY: Ank. Con. Smy. Rum. (4)

Deadline for Spring 1902 moves is February 1st, 1974. All moves must be received at the office of "El Conquistador" by the deadline. (MAIL EARLY!)

THE VATICAN (POPE) December 1st, 1901: His Holiness, Pope John XXXXX, today announced that he has enlisted a new ally in his quest against Heathenism: Afghanistan. Unfortunately, it was revealed that it will be 1917 before an army of Afghans can reach the front. His Holiness remarked: "That'sa all right. Itsa gonna be that long before we gonna stockpile that much doggyfood."

BERLIN: Before an overflow crowd in Berlin, Kaiser Wilhelm IV announced today the formation of a new German Army and a new fleet. To allay the fears of neighboring countries, the Kaiser stated that the new units were strictly for defensive purposes and would never be used to break the fragile peace that now exists in Europe.

TIMBUKTU TIMES: The lack of any response from the Russian Czar to several letters from other European countries raises several questions. Does the Czar exist? Is he literate? Or perhaps, has that infamous duo of Marx (Groucho) and Lennon (John) taken over and eliminated the Czar?

LONDON PRESS: In a speech in the House of Commons today the Prime Minister stated that the movement of British fleets into Dutch harbors is not an act of aggression, but one of protest against the German attack on peaceful France. He said that the peoples of England and France offer the hand of peace to Germany.

(VNS) The Army of Wandering Turkeys has taken Southern Russia as the Czar grabs Sweden and Norway. England and France are still engaged in battle as the Kaiser goes about his business of building the German Empire.

AUSTRIA (Dan Gorham)

F. Alb. to Gre.
A. Ser. S. F. Alb. to Gre.
A. Vie. to Tyr.

ENGLAND (Steven V. Carter)

A. Yor. to Bel. via C. F. N.S.
F. N.S. C. A. Yor. to Bel.
F. Lon. to E.C.

FRANCE (John M. Weswig)

F. Bre. to M. A. O.
A. Spa. to Por.
A. Pic. to Bel.

GERMANY (Lawrence R. Norton)

F. Den. H.
A. Kie. to Hol.
A. Ruh. S. A. Kie. to Hol.

ITALY (Michael A. Barnhart)

F. Ion. S. C. A. Apu. to Tun.
A. Apu. to Tun. via C. F. Ion. S.
A. Ven. H.

RUSSIA (John C. Newton)

F. G. o. B. to Swe.
F. Rum. H.
A. St. Pet. to Nor.
A. War. to Ukr.

TURKEY (George Lowrance)

F. Blk. S. S. A. Arm. to Sev.
A. Arm. to Sev.
A. Bul. to Rum.

Underlined moves fail.

Units are located in the following areas :

AUSTRIA: A. Tyr. A. Ser. F. Gre. (3 units)
ENGLAND: A. Yor. F. E. C. F. N.S. (3 units)
FRANCE: A. Pic. A. Por. F. M. A. O. (3 units)
GERMANY: A. Hol. A. Ruh. F. Den. (3 units)
ITALY: A. Tun. A. Ven. F. Ion. S. (3 units)
RUSSIA: A. Nor. A. Ukr. F. Rum. F. Swe. (3 units)
TURKEY: A. Bul. A. Sev. F. Blk. S. (4 units)

Supply Centers : Fall 1901 Gain ~~Loss~~

AUSTRIA: Tri. Vie. Bud. Ser. Gre. (5) Build 2
ENGLAND: Lon. Yor. Edi. (3) No Change
FRANCE: Bre. Par. Mar. Por. (4) Build 1
GERMANY: Ber. Kie. Mun. Den. Hol. (5) Build 2
ITALY: Ven. Rom. Nap. Tun. (4) Build 1
RUSSIA: St. Pet. Mos. ~~Sev.~~ War. Nor. Rum. Swe. (6) Build 2
TURKEY: Ank. Con. Smy. Bul. Sev. (5) Build 2

Deadline for Winter 1901 build/removals is February 1st, 1974. All moves must be received at the office of "El Conquistador" by the deadline. (MAIL EARLY!)

LE HAVRE: John I, King of France, Duke of Belgium, Earl of Britain, Conquering Lion of Iberia, and Lord of the Outer Marches, today expressed displeasure with the lack of response from the Upstart in England concerning the recent apparent misunderstanding between them. "It is my sincere hope that he does nothing rash," said His Supremacy.

BREST: French naval authorities, who declined to be named, expressed displeasure at their being ordered away from the French Channel and into the Atlantic Ocean. However, when word arrived that His Majesty would place doubters and allies of Perfidious Albion in irons for the Duration, comments about their trip to the south ceased.

PARIS: In a large demonstration of support for John I of France (and the rest of the civilized world), German and Italian fraternal organizations pledged their support for French efforts at Peace in Europe.

(continued on next page)

THE VATICAN: Today the Pope issued a call to the nations of Europe to observe the teachings of Christianity in their dealings with one another:

ROME: Desiring to adhere to His Eminence's wishes, the Italian Foreign Office announces the commencement of the Naples Naval Arms Limitation Conference, convening in the winter of 1901-1902. All nations are welcome. It is hoped that a proposal can be adopted by all Europe freeing the seas of warships forever.

PRESS RELEASE: The Royal Radio of the Austrian-Hungarian Empire reports that all of the Empire is in peace and in good relations with its neighbors, as befits civilized gentlemen. The royal crown of Greece has been accepted by the Emperor, and a scientific team has been outfitted to look into conditions elsewhere.

UNDERGROUND PRESS: Is it true that the Germans and the English have joined up to invade France? It is predicted that the Germans plan on taking Sweden for their own!

BERLIN: Germany's Emperor Lawrence today granted statehood status to the Fatherland's newest states, Holland and Denmark. Holland and Denmark had asked for German protection and union, and Lawrence generously granted it. At the same time Germany warned neighboring nations not to attack the Fatherland's original or enlarged borders. The Emperor again stated his desire for peace with all nations.

MUNICH: GRO has reports from all areas of Europe that armies and fleets of most nations are conducting extensive movements. These movements can be viewed as either aggressive or defensive. Only time will tell which they are.

In Northern and Western Europe there seems to be a battle shaping up over the Low Countries and Scandinavia, with both territories likely to be divided two ways. England and France already have confronted one another, and there may be further complicated confrontations between the four nations involved in this area.

In Southern and Eastern Europe there may be confrontations developing between Turkey and Russia and between Italy and Austria. It seems that these developments were completely unexpected by Russia, as Mother Russia's forces have proceeded in a northward direction. Russia's rush to the north may lead to the early loss of Sevastopol and Rumania. German forces remain alert to any attempt by Russia to cross our borders.

Although there seem to be definite battles shaping up, it's too early for GRO to determine any definite alliances at this point.

CONSTANTINOPLE: Birdsheet "Lane" !!! Yukkkkkkkkk... Retch... Retch... Retch! The goose (as distinguished from a noble Turkey) that writes press releases for the Great Bra(ssiere) is going to receive the 1901 award for Dumbyism! It's LAKE — L-A-K-E! In any event, as we left our feathered warriors they were trotting away to the east (and slightly to the north). Latest reports seem to indicate that a venerated Cossack now living in Sevastopol may have a map to the LaKe. Of course, the reports are somewhat out-of-date, and it is possible that he has moved to Moscow, or Warsaw, or Saint Petersburg. However, faithful followers of feathered foragers, we shall continue our search. We will also be mailing the Dingbat award to Chicago within the next few weeks. Don't worry, however; there are instructions for opening same. (Veeery carefully....)

MOSCOW: The Czar would like to thank the Sultan of Turkey for his prompt response to our recent call for volunteers to work the Salt Mines. However, his indiscreet method of advancing these volunteers through neutral territory cannot be tolerated, and must be considered an undeclared and intentional act of war on the Sultan's part. We would like to make it clear to one and all that we are not declaring war against Turkey; however we will see that all just restitution due us because of the damages Turkey has caused us will be received. We hereby call upon the brave Turkish people to overthrow this despotic ruler and install a sane system of government.

AUSTRIA (Lt. J. G. R. J. DeJonghe)

A. Bud. to Ser.

A. Vie. to Bud.

F. Tri. to Alb.

ENGLAND (Mark J. Tonnesen)

F. Lon. to N. S.

F. Edi. to Nor. S.

A. Live. to Edi.

FRANCE (Leonard R. Howard)

F. Bre. to M. A. O.

A. Par. to Gas.

A. Mar. to Bur.

GERMANY (Gerald White)

F. Kie. to Den.

A. Ber. to Kie.

A. Mun. H.

ITALY (Gene Giltner)

F. Nap. to Tyr. S.

A. Rom. to Ven.

A. Ven. to Tyr.

RUSSIA (Gary Blemings)

F. St. Pet. to G. o. B.

F. Sev. to Blk. S.

A. War. to Ukr.

A. Mos. to St. Pet.

TURKEY (Edward P. Farrell)

F. Ank. to Blk. S.

A. Con. to Bul.

A. Smy. to Con.

Underlined moves fail.

All countries have only their home supply centers.

Units are located in the following areas :

AUSTRIA: F. Alb. A. Bud. A. Ser.

ENGLAND: F. N. S. F. Nor. S. A. Edi.

FRANCE: F. M. A. O. A. Gas. A. Bur.

GERMANY: F. Den. A. Kie. A. Mun.

ITALY: F. Tyr. S. A. Tyr. A. Ven.

RUSSIA: F. G. o. B. F. Sev. A. Ukr. A. St. Pet.

TURKEY: F. Ank. A. Con. A. Bul.

Deadline for Fall 1901 moves is January 28th, 1974. All moves must be received by Lenard Lakofka by the deadline. (MAIL EARLY!)

PARIS: M. Lacoise, Chairman of the Central Winegrowers Association, anticipates a good crop of grapes this year. An early thaw and an abundance of sunlight has given the vines a good start. The grapes will make excellent wine, vintage '01. Now is the time to buy futures in the '01 varietals.

LONDON: The PM has received a threat from the Czar. It stated "Stay out of Norway and leave Norway to us or we will declare war." It stated, moreover, that "If England attacks France we will only attack England after we have taken care of any German threat." Needless to say, the PM was outraged at such an open threat with no offer of compromise. So the English nation declares war on the Russian Czar. For now we will make sure we take Norway to protect it from the Russians. We also are trying to get an agreement with Germany to kick Russia out of the whole north area.

BERLIN: Kaiser Aspri has announced a treaty between England, France, and the Fatherland for the division of fishing rights in the North Sea. The Kaiser stated that he was very pleased with the courtesies shown him by both the French and English ambassadors.

PRUSSIA: The Kaiser is looking for the Russian ambassador from Czar Ransing III, so that the neutrality of the Baltic Sea can be discussed. When the Kaiser was informed that the ambassador was last seen in this province, he was heard to mutter, "Where in the ---- is he?" At just that moment he appeared and presented the documents from the Czar for the neutrality of the Baltic Sea. The Kaiser promptly signed the treaty and announced it to the German people.

(VNS) England and France engage in battle over possession of the Channel. The Sultan prepares to invade Russia as the Pope sends an army to Austria to help out the Austrians?

AUSTRIA (Paul Boymel)

F. Tri. to Alb.

A. Bud. to Ser.

A. Vie. to Gal.

ENGLAND (David Grabar)

A. Live. to Yor.

F. Edi. to N. S.

F. Lon. to E. C.

FRANCE (Ronald M. Kelly)

A. Par. to Bur.

A. Mar. to Bur.

F. Bre. to E. C.

GERMANY (David Johnston)

F. Kie. to Den.

A. Mun. to Ruh.

A. Ber. to Kie.

ITALY (Dave Tutacko)

A. Rom. to Apu.

A. Ven. to Tyr.

F. Nap. to Ion. S.

RUSSIA (Steve Harvey)

F. St. Pet. (sc) to G. o. B.

F. Sev. H.

A. Mos. to Ukr.

A. War. to Gal.

TURKEY (Scott Robinson)

F. Ank. to Blk. S.

A. Con. to Bul.

A. Smy. to Arm.

Underlined moves fail.

All countries have only their home supply centers.

Units are located in the following areas :

AUSTRIA : A. Vie. A. Ser. F. Alb.

ENGLAND : F. Lon. F. N. S. A. Yor.

FRANCE : A. Par. A. Mar. F. Bre.

GERMANY : F. Den. A. Ruh. A. Kie.

ITALY : A. Tyr. A. Apu. F. Ion. S.

RUSSIA : F. G. o. B. F. Sev. A. Ukr. A. War.

TURKEY : F. Blk. S. A. Bul. A. Arm.

Deadline for Fall 1901 moves is January 28th, 1974. All moves must be received by Larry Smith by the deadline. (MAIL EARLY!)

MOSCOW :

Franz Josef had asked "What's ahead?"

The Czar's answer made him see red.

The Czar explained sadly

"I'm feeling so badly —

'Peace on you' was all that I said."

Now Czar Nicholas Romanov

Is no longer staying Homanov

Says "Mien Deutsch ist nicht gut;

Ich war misunderstut;

I must go tell Austria what's Comanov."

So the army from Warsaw is gone.

It left for Vienna this dawn,

With words from the Czar :

" 'Tis better by far

To have been peaced off than peaced on! "

ROME: The Government was pleased to learn of the jubilant reception received by the Italian army from the thousands of Austrian peasants who turned out to welcome it. The Government announced in a broadcast today that her forces will be used only to support her valiant Austrian allies against the Cossack hordes which have been reported marching into the border provinces. The Government hopes that our German friends understand that necessity dictated this decision.

VIENNA-BUDAPEST FRIENDLY DAILY NEWSRAG: The King-Emperor was overheard by a reliable source to have said "Death to the Serbian Infidels and all their supporters!"



Late 15th Cent. Carrack

74-A-1-? Winter 1900 : Gamesmaster : Gordon W. Anderson, c/o "El Conquistador"

AUSTRIA: David H. Malmquist
ENGLAND: William J. McDonough Jr.
FRANCE: David C. Holmes
GERMANY: Lenard Lakofka
ITALY: Eric Davison
RUSSIA: Alan G. Whittaker
TURKEY: William C. Scanlan

The deadline for Spring 1901 moves is January 25th, 1974. All moves must be received by the deadline. Press releases are always welcome. MAIL EARLY!

FUNG KU: CHAPTER 1

Master Wing Yan sat on the bank of the yellow river watching it whirl and eddy in the slow methodical way his people had struggled for generations long since forgotten. Wing Yan contemplated the great concepts of peoples and states, of worlds and governments, of time and space, and was therefore prone to forgetting his lunch or tripping over an untimely pebble in an "ordered" path.

Hours before this monastic syncline of relevant thought had begun, Wing Yan had said farewell to the first pupil ever educated in his order, who was not a Chinese. This young lad, who had come to China 22 years before from a tiny village in Indiana, was taken in by the Chou-Toy Order and placed in Master Wing Yan's care; or, as the young Wall-e Boo-Kannon put it, "I flew on the wings of Yan!"

Wall-e's parents, Baptist missionaries from the United States, were killed when Wall-e was only nine years of age, but not before Wall-e acquired a love for farming and a distinct Hoosier drawl. Hearing "Glasshopper" say "China" often put tears in Wing's eyes. (But who was he to talk?)

So young Wall-e learned the arts and lore, the religion and philosophy, and the discipline and rigor of a Chou-Toy monastic life, while in him his native ancestry remained hidden if not forgotten. When Wall-e left China (not by chance but because of a crime he had committed), he would often recall his lessons with Masters Wing Yan and Ling Poo.

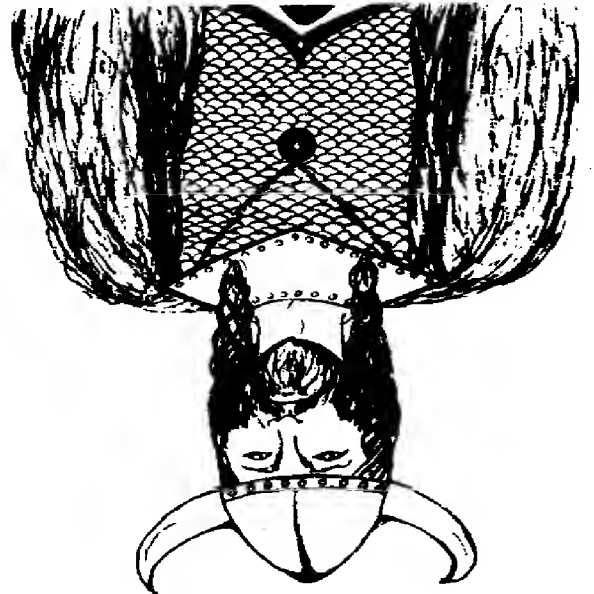
In custom, a pupil gained three names during his teaching: a pet name of endearment, a name given because of the year of his birth, and a monastic name, which was spoken only after (or until) he became a priest. Young Wall-e would become irritated at Master Poo when he would use his "year name". He would say "Donkey, today you will learn the lesson of the fly and the tiger. It is a lesson lost in the myths of time and misted by many retellings. It says that the fly will not bite the tiger when the bird perches on the arm of the idol. Always remember that lesson." "But master, I do not understand!" "Yes, Donkey, I know you don't!" And Master Poo would stride off to be greeted by a large stone thrown at him by another mystified pupil.

Next issue: Wall-e comes to California.

74-A-2-? Winter 1900 : Gamesmaster : Gordon W. Anderson, c/o "El Conquistador"

AUSTRIA: Richard MacLean
ENGLAND: Paul G. Rauterberg
FRANCE: Steve Harvey
GERMANY: Edi Birsan
ITALY: Rudolph J. Tatay
RUSSIA: Tom Beren
TURKEY: Daniel Gorham

The deadline for Spring 1901 moves is January 25th, 1974. All moves must be received by the deadline. Press releases are always welcome. MAIL EARLY!



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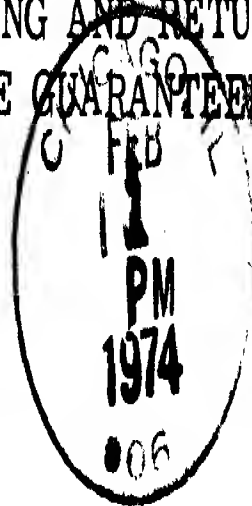
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